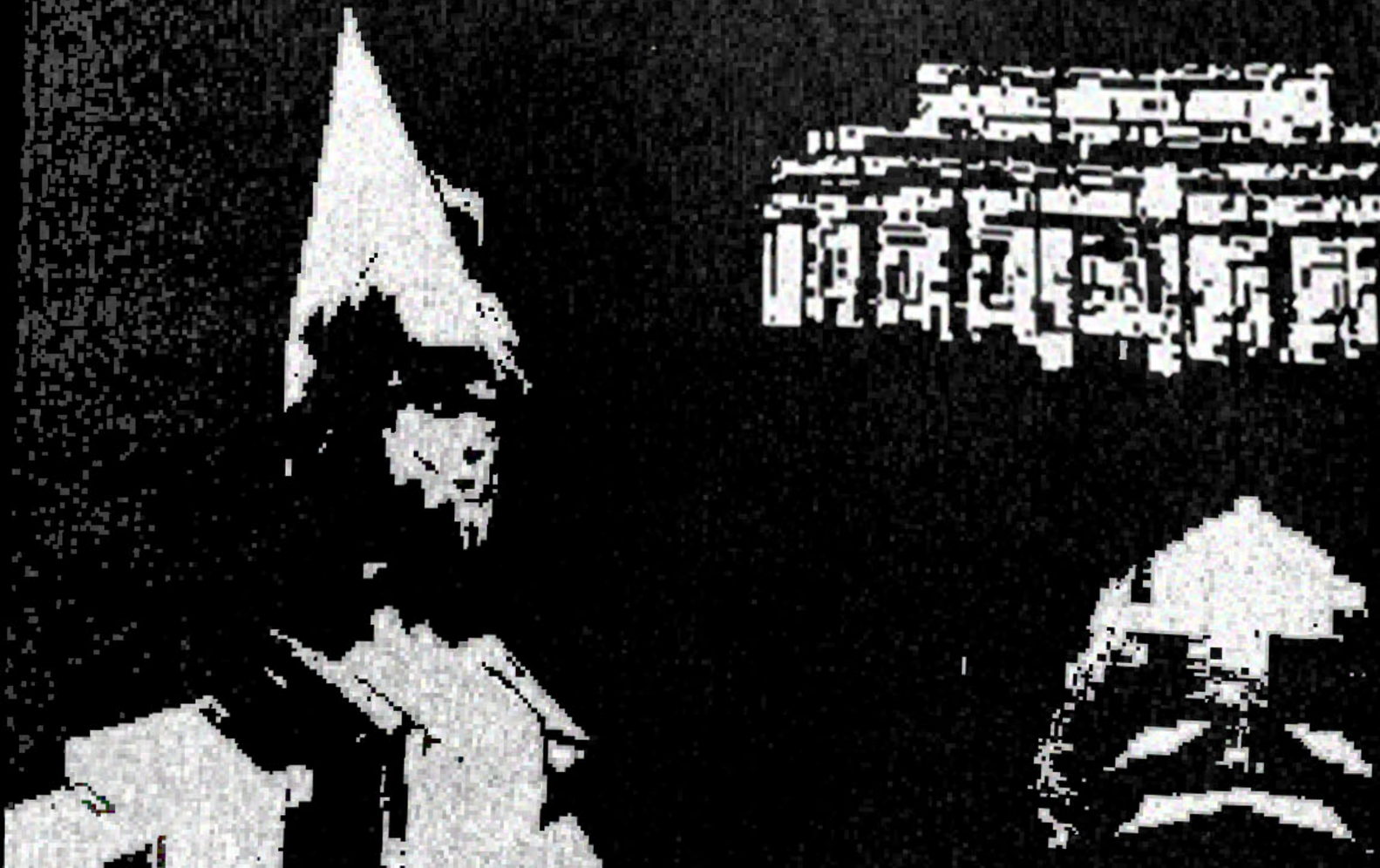
Streams of Blood and Pain



Countless ages ago, humans created Jesters who lusted after their flesh. These Jesters initiated the Feast, driving the human race to the brink of extinction. Only those who managed to control Jesters remained, and they grew in power, becoming True Humans, the new gods of the universe.

In their attempts to rebuild the world, they created puppets: demi-humans incapable of harnessing Jesters' powers, weak and lacking will. Then, the Sorcerer, one of the True Humans, created Blood Magic – a mirror of his own powers – and bestowed it upon his puppets. Although unable to interact with Jesters directly, they possessed minds powerful enough to understand some of the greatest mysteries, surpassing in intelligence even some of the True Humans.

This is the story of a Blood Wizard, one of such puppets, and his imprisonment by another creature jealous of his powers.

WHEN I
WAKE
UP
WILL IT
BE
OVER

GETTING STARTED

In Dungeons of Blood and Dream, you control the Blood Wizard, trapped in someone's Mind Prison. With your powers crippled in the waking world, your only way to escape is by harnessing the magic of Dream.

MAIN MENU

To commence your adventure, use directional controls or your mouse to navigate the main menu. Select the Start button and press Accept (default: Enter or Space on keyboard; A on Xbox controller; X on PS controller), or Left Click with your mouse while the cursor is over the button.

CONTROLLING THE BLOOD WIZARD

Movement - To move around, press directional keys or use the left stick on your controller.

Camera - To move the camera, move the mouse or use the right stick on your controller.

Interact - Activate objects and open doors. (default: E on keyboard; A on Xbox controller; X on PS controller)

Thrust Attack - Perform a thrusting attack with your weapon. (default: Right Click on mouse; RT on Xbox controller; R2 on PS controller)

Cut Attack - Perform a cutting attack with your weapon. (default: Left Click on mouse; RB on Xbox controller; R1 on PS controller)

Jump - Jump over obstacles. (default: Space on keyboard; X on Xbox controller; ■ on PS controller)

Kick - Kick enemies. (default: X on keyboard; Y on Xbox controller; ▲ on PS controller.

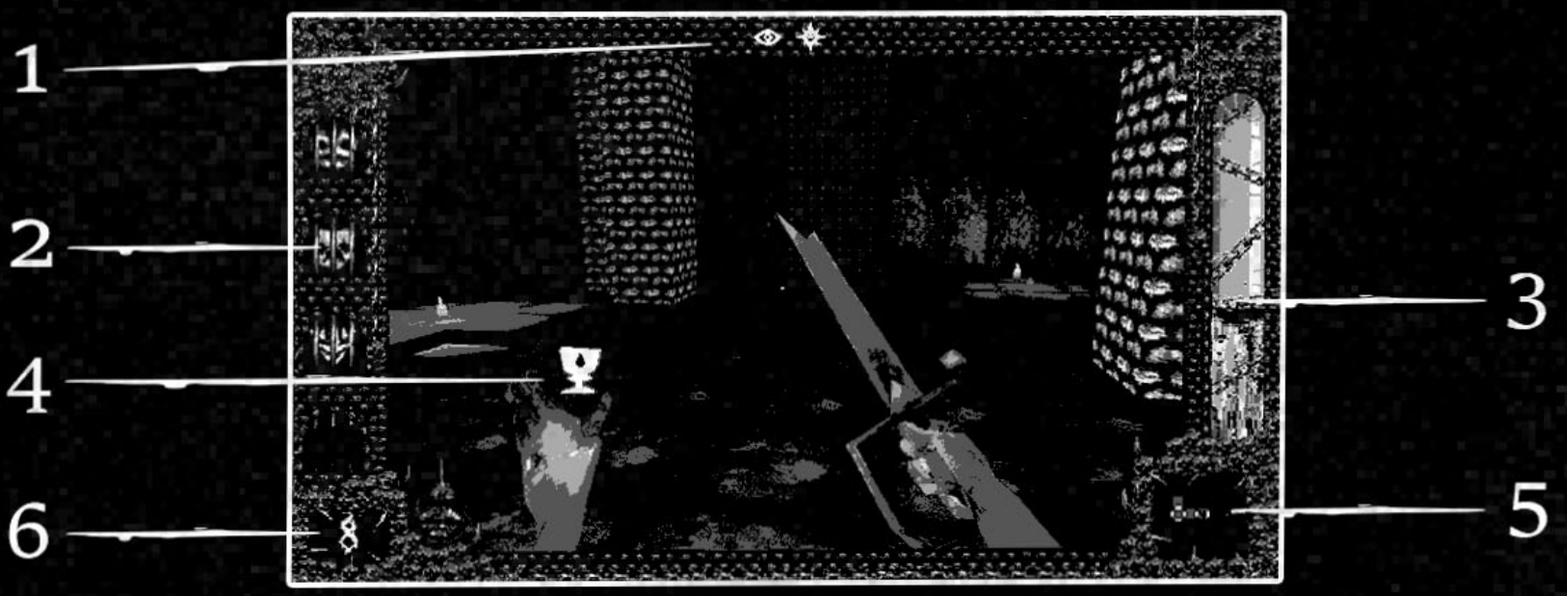
Eye Power - Use the power of your prosthetic eye. (default: Q on keyboard; LB on Xbox controller; L1 on PS controller.

Select Spell Symbol - Scroll between spell symbols. (default: Mouse Wheel on mouse; Left and Right directional buttons on Xbox and PS controllers)

Commit Spell Symbol - Commit the selected spell symbol to use it in a spell. (default: Click Mouse Wheel on mouse; Up directional button on Xbox and PS controllers)

Open Notebook - Open the notebook to write in. (default: N on keyboard; Back button on the Xbox controller; Share button on the PS controller)

THE GAME SCREEN



1 - Commited spell symbols. Different combinations result in different spells

2 - Masks of poor souls within your own Mind Prison. Their disposition changes depending on how your power grows.

3 - Your lifeblood used for casting spells and sustaining your vital functions. If it runs out, you die.

4 - Currently selected spell symbol.

5 - The map of the dungeons. Use it to navigate.

6 - Your precious gold. Used for transactions.

DUNGEONS

Due to trickery of your own mind, dungeons of Dream are slightly different each time you venture into them. On each run, you might find items you have never seen before, face new enemies and uncover previously hidden secrets.

Remember to take care and use all tools at your disposal - one wrong step can result in your untimely demise.

DEATH

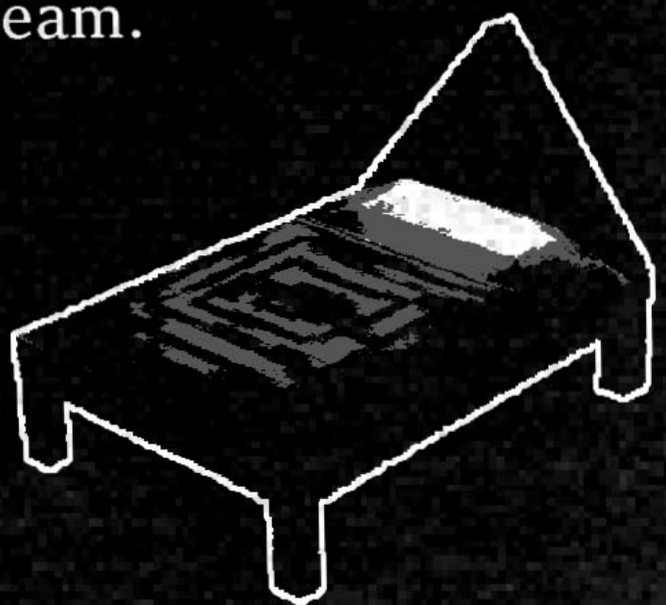
Although the dungeons of Dream are perilous, death within them is not the end of the journey. Every time you perish in Dream, you will awaken back in your prison.

Use this time to think and plan your next escape attempt, then fall asleep and face the danger again.

THE MIND PRISON

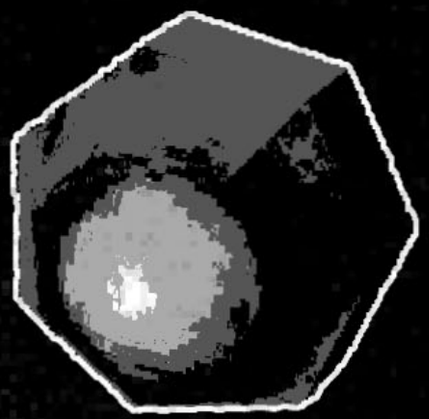
Whenever you perish in the dungeons, you may choose to wake up and end up back in your Mind Prison. This is the place of reflection where you may find respite between your journeys into the Dream.

Once rested, interact with your bed to fall asleep and venture into the dungeons once more.



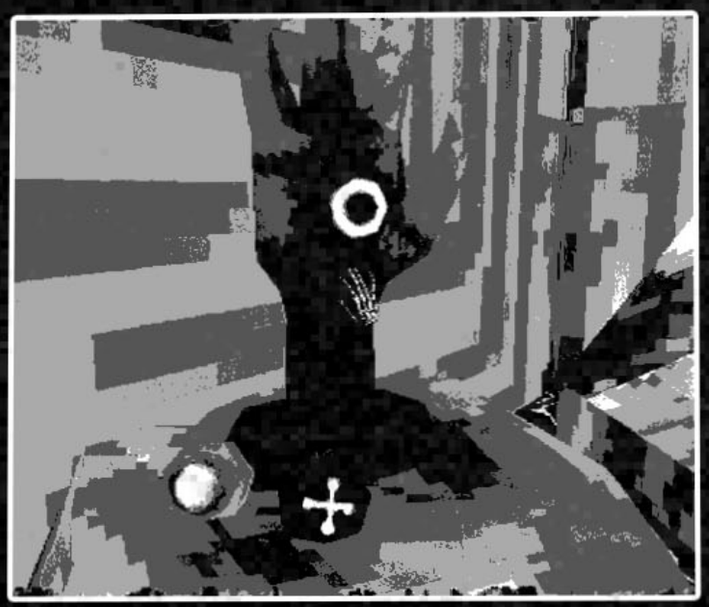
POWERS OF THE LEFT HAND

You have been granted a great power which resides in your left hand, more specifically within the eye embedded into its socket. To utilize this power, press the **Eye Power** button.



You start the game with the Shield Eye. Its ability grants you a brief period of invincibility. It is not very powerful, but can be of help in the dungeons until you unlock alternative eyes.

Once you have unlocked other eyes, you can make use of your bedside table in the Mind Prison to swap your starting eye. This can significantly affect your playstyle and give you an edge in battle!



BLOOD MAGIC

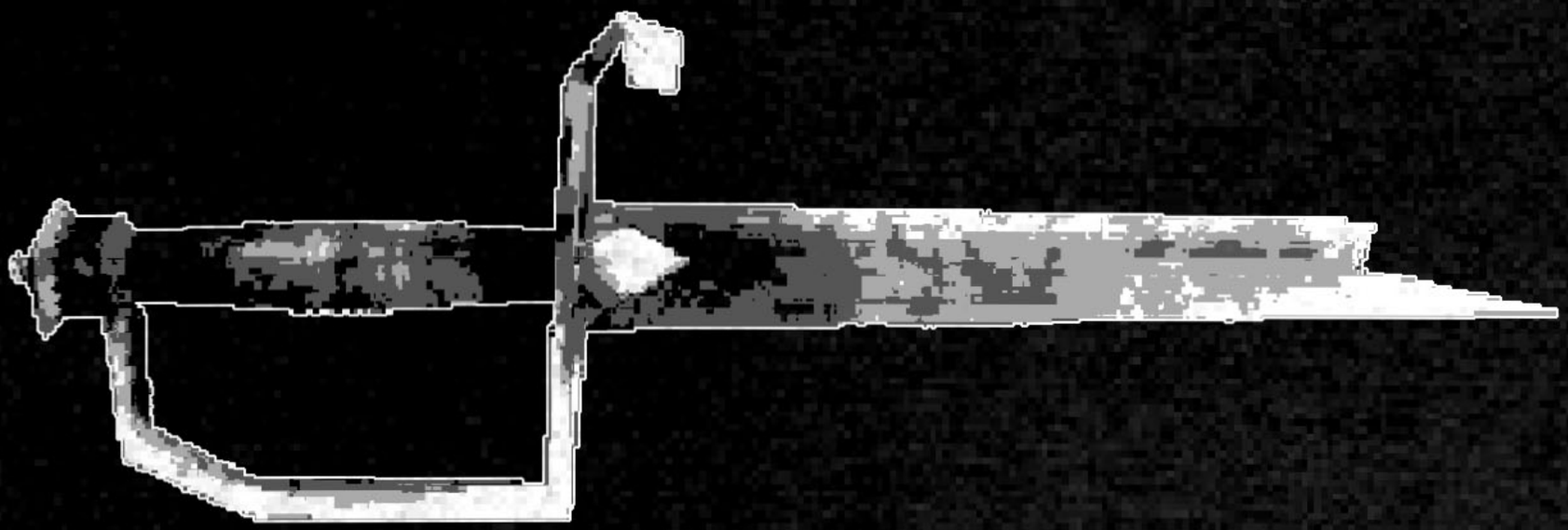
In the dungeons of Dream, you have Blood Magic at your disposal. Each spell is a combination of magic symbols. To input a symbol you need to first select it by pressing **Select Spell Symbol** button followed by **Commit Spell Symbol**. Committing a symbol costs a lot of lifeblood, so make sure you are ready to make this sacrifice.

You are free to experiment with symbols, but, because of the associated perils, it is recommended that you first find Blood Mirrors containing spells.

FENCING

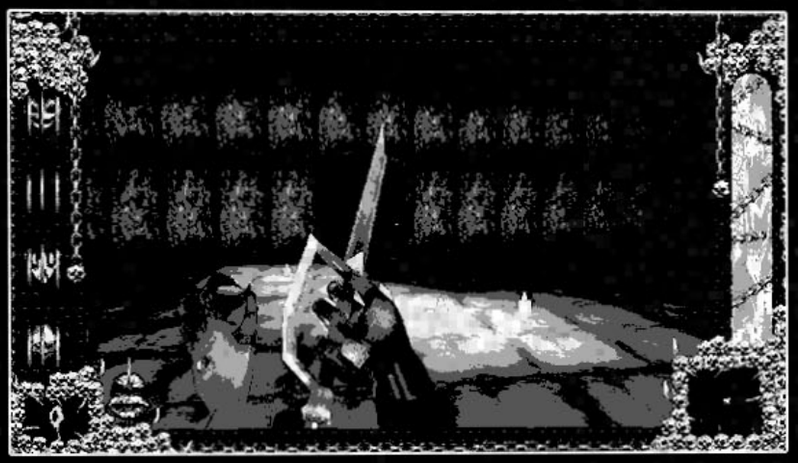
Fencing with bladed weapons is a great art that takes a while to master. Here are some tips to help you start:

1. Find a way to repair your broken sword and improve its range as soon as possible - it might make your journey through the Dream easier.



2. Different weapons deal different damage on cut and thrust. For example, a rondel dagger is useless at cutting as it lacks a sharp edge.

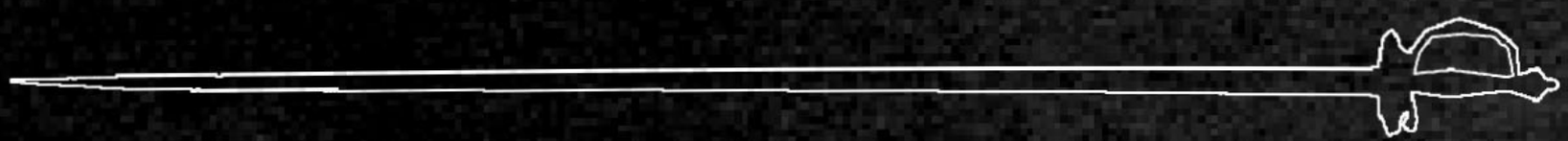
3. Moving left and right will change your **fencing guard** accordingly. Knowing this might prove useful on your journey.



Left Guard

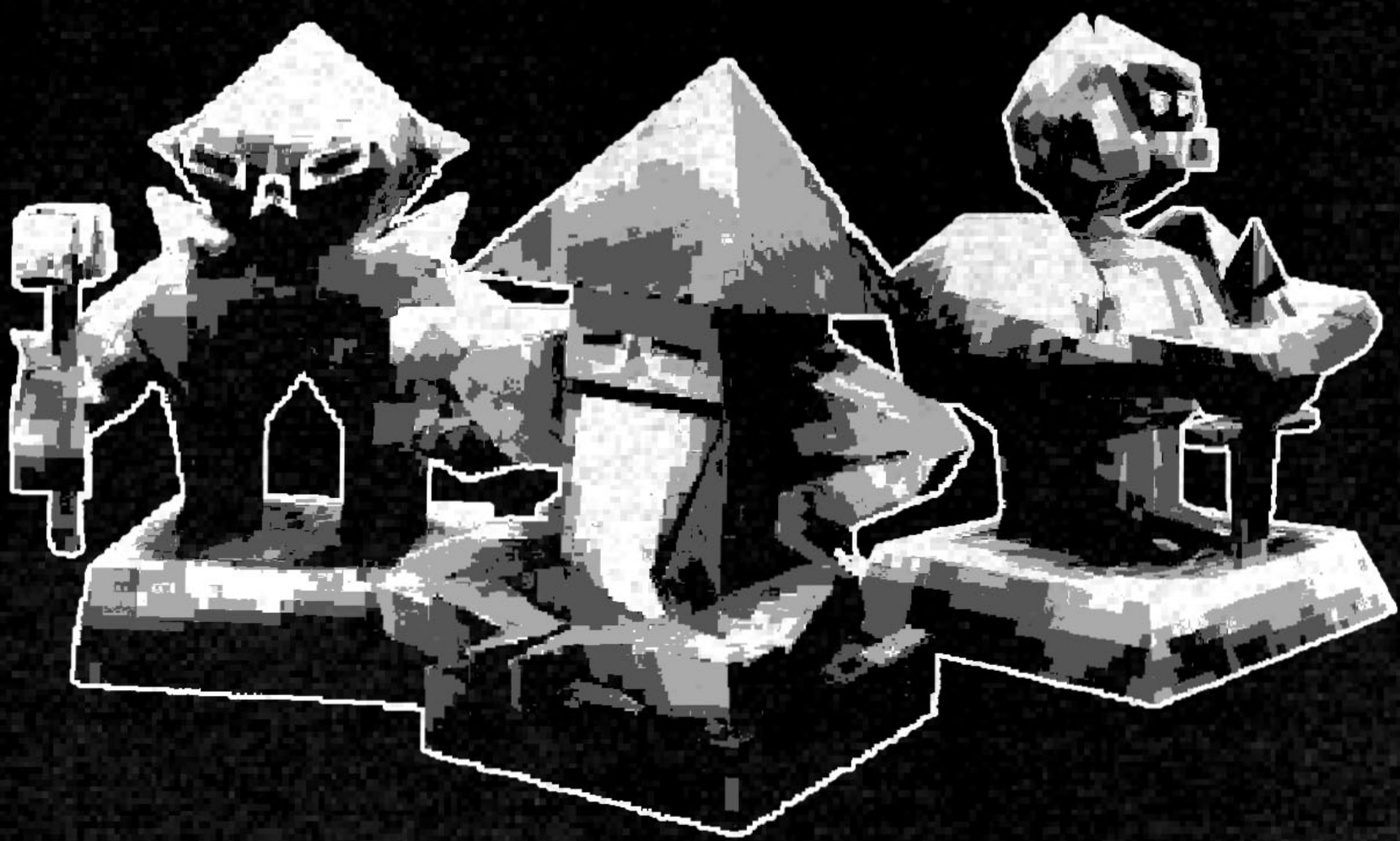
Right Guard

4. Weapons have different reach, speed and sometimes possess additional effects. Keep that in mind when deciding which weapon to wield.



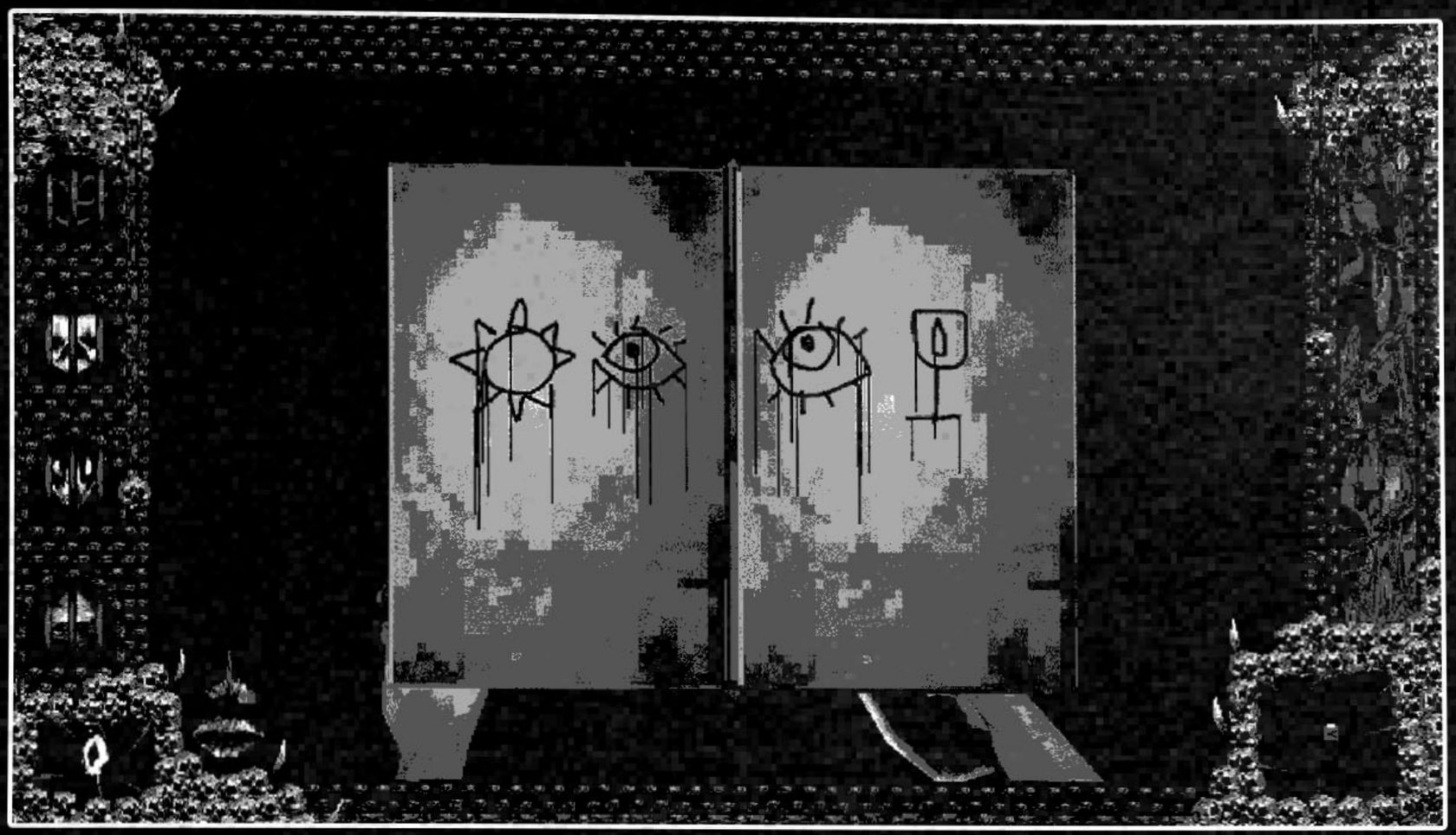
PRAYING TO GODS

In the Mind Prison, you can pray to your gods by speaking to their idols. By offering them mysterious Dream Spheres found in the dungeon, you may enhance your powers, making subsequent trips into the Dream slightly less perilous. These upgrades are permanent for your save file and are persistent between runs.



THE NOTEBOOK

Memory is unreliable, especially if one is asleep, therefore, in order to succeed in Dream, it is advised to make notes of your discoveries. You can make use of your **Notebook** at any time during your journey.



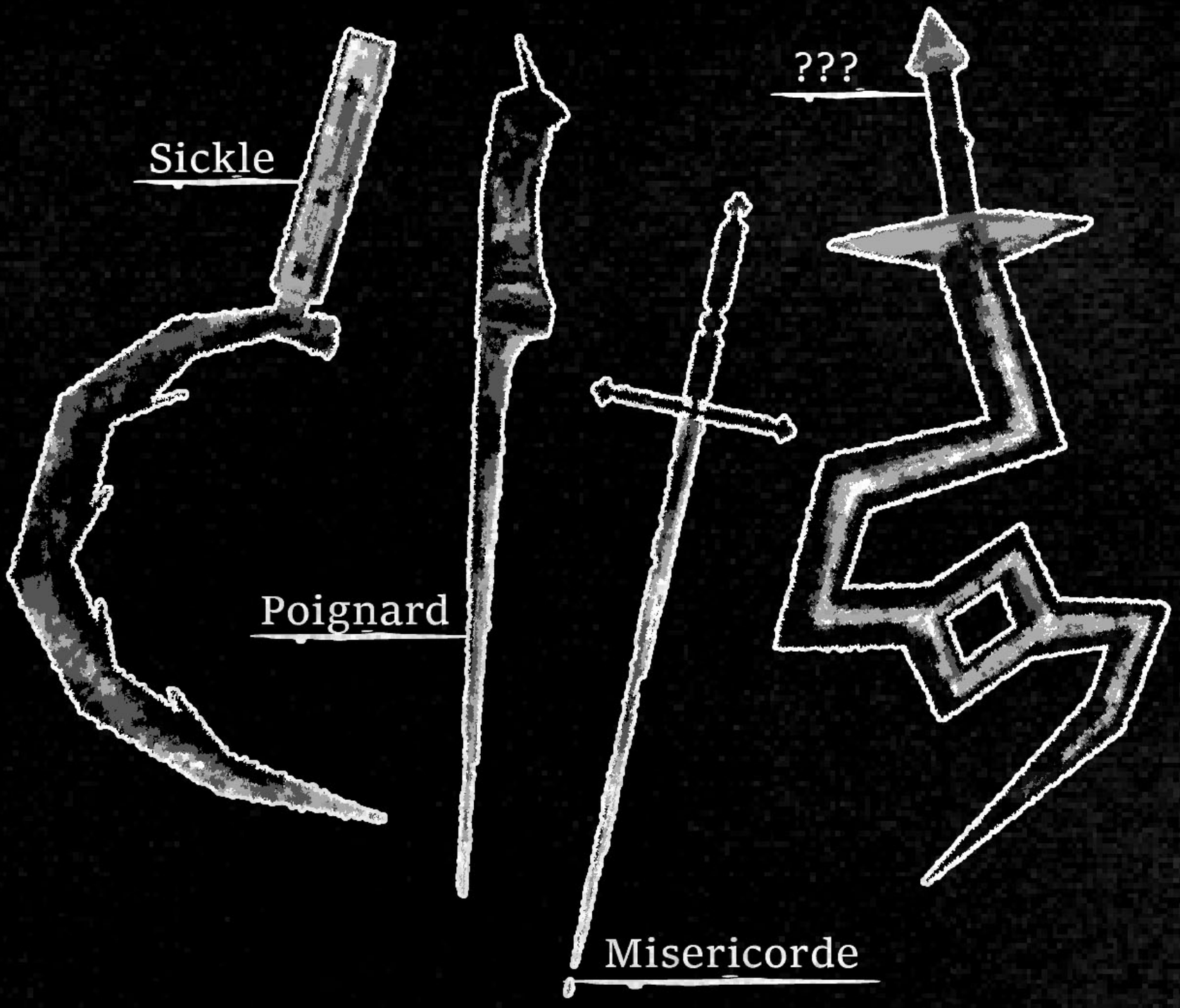
HELPFUL ITEMS

You will find many items on your path. Some will aid you, whilst others might stall your progress horribly.

Keep an eye out for **gold coins** and **hearts** *that defeated foes leave behind.* **Hearts** restore your lifeblood, while **coins** can be exchanged for powerful artifacts.

These brains can be consumed in order to gain knowledge contained within them. It might be of use when conversing with denizens of the dungeons.

Only great wizards are capable of extracting these ethereal spheres from Dream. They are often used as offerings to the gods of Blood Magic.

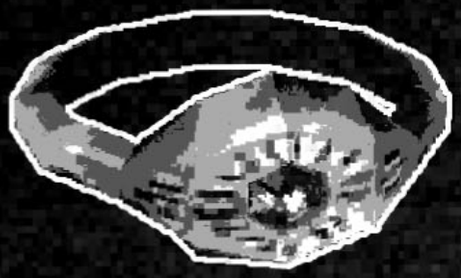


These are only some of the many weapons you can find in the dungeons.

The dungeons of Dream contain many treasures, but cursed rings are some of the most precious.
Here are some of the great many rings you can find:

Blood Ring

Ice Ring

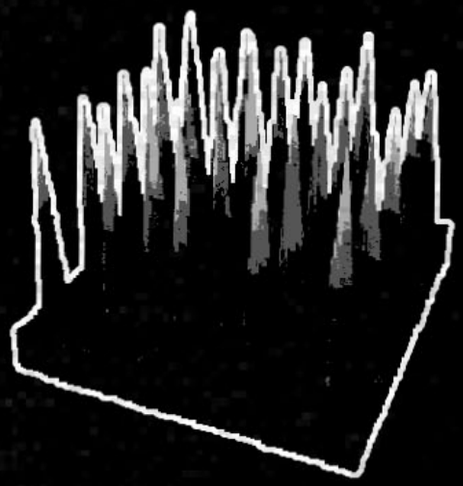


Tear Ring

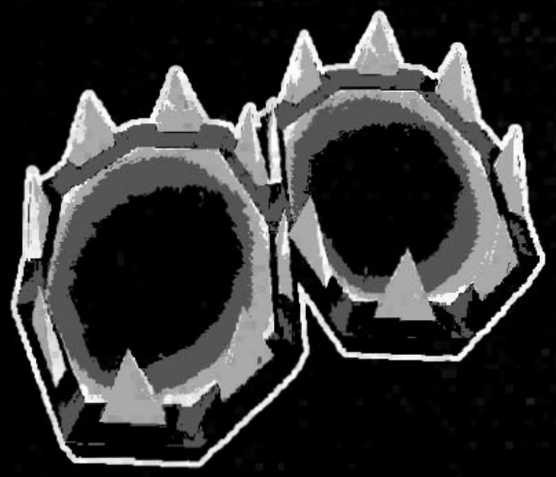
A single ring will produce a different effect depending on which finger bears it. Be careful when selecting a finger to equip the ring on - there is a reason for which these rings are considered cursed.

PERILS OF THE DUNGEONS

Perils await you everywhere is these dungeons. Here are some things to watch out for during your first journeys into the Dream:



Deadly spikes



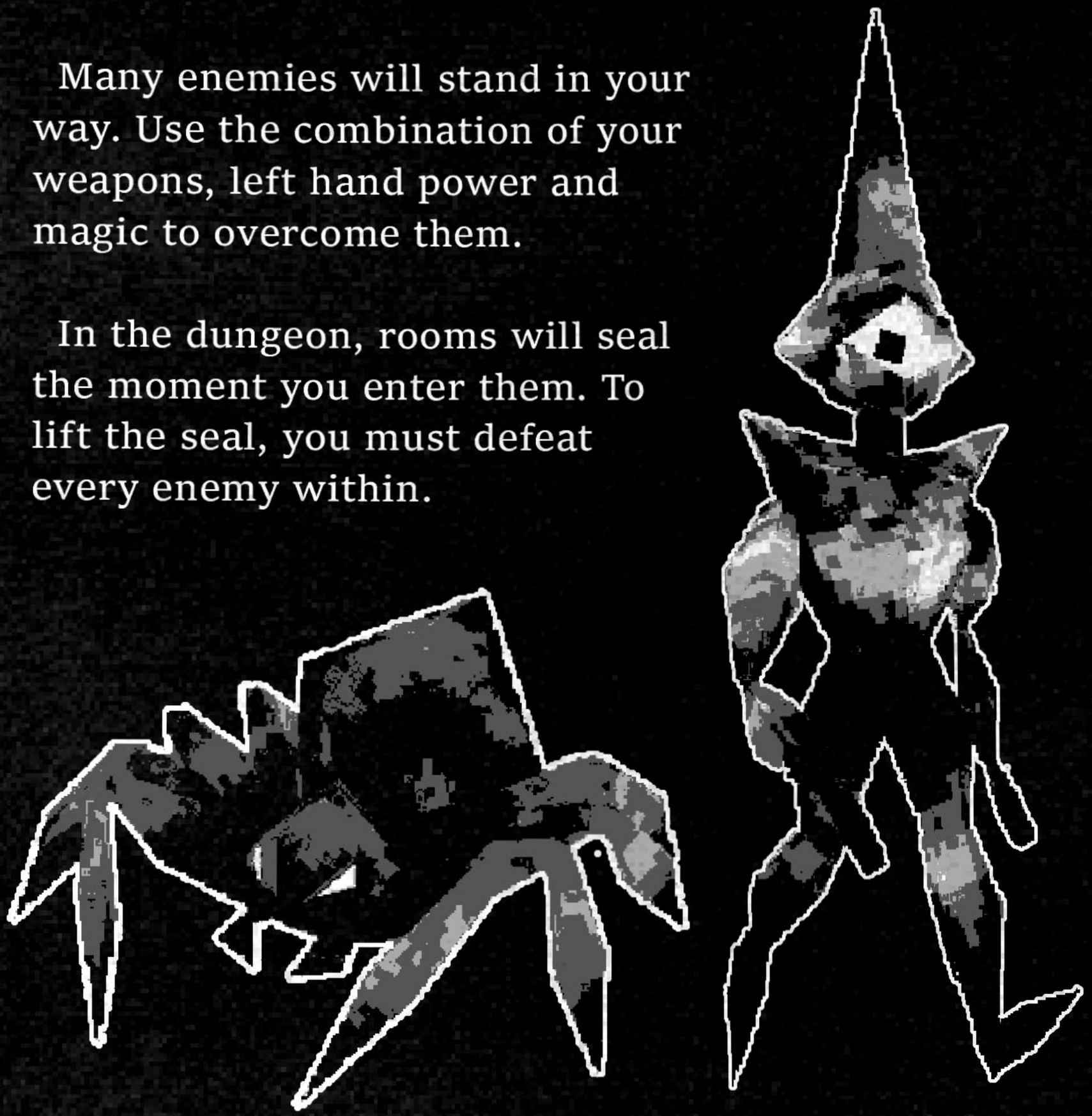
Carnivorous plants

Cursed fires

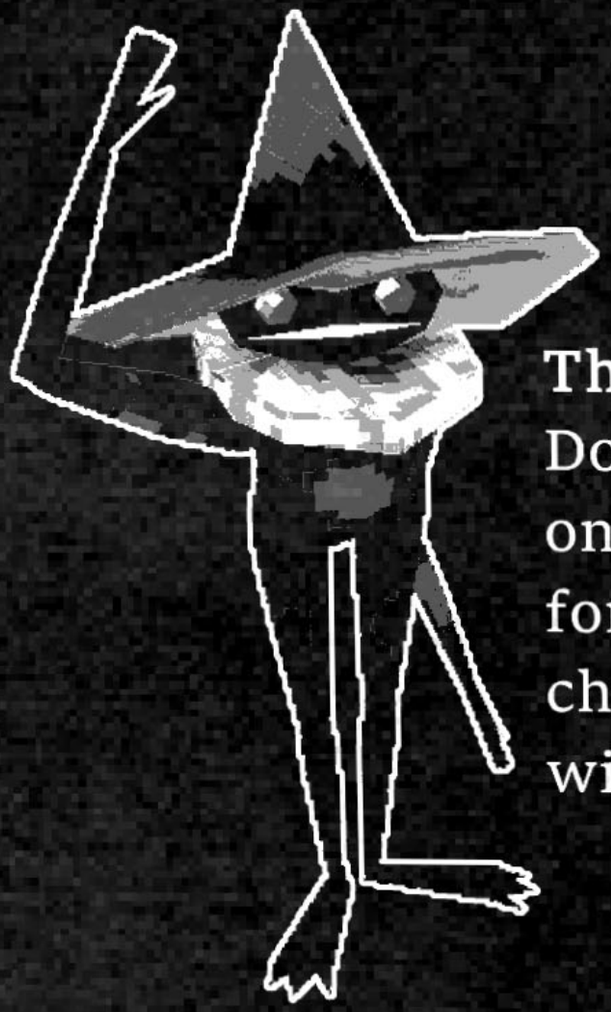
There are other unexpected dangers that you will find on your way. Make sure you are always aware of your surroundings.One misstep can lead to great misery.

Many enemies will stand in your way. Use the combination of your weapons, left hand power and magic to overcome them.

In the dungeon, rooms will seal the moment you enter them. To lift the seal, you must defeat every enemy within.



CHARACTERS



The Wizard

Do not be deceived by this one's diminuitive frame for it is a disguise of choice that this mightly wizard dons in Dream.

The Knight

What is a knight of such noble upbringing doing in this place? There must be a purpose to them being here and perhaps you are the one to uncover it.

The Mirror

Your reflection is surprisingly talkative. Perhaps it can reveal things that even you don't know about yourself.

The Trader

This skeletal person runs a shop within the dungeons. Not much is known about them.

The Warlock
The space within Dream is shared between the wise. He is a Blood Wizard, just like yourself, navigating these perilous dungeons. Perhaps he can offer some answers.

???
You are unsure who this is, but you have a feeling that uncovering this person's identity is the key to your escape.